



Library Notes

NUMBER 4

OCTOBER 19, 2009

SPECIAL POINTS OF INTEREST:

- **Winter Reading Program materials should arrive in November**
- **Virginia Library Association Conference October 29-30, 2009**
more info at www.vla.rog
- **Enid will be on the road this week, but will be checking email in the evening.**

Summer Reading Program for 2010

Caroline and Frank Mouris of Mouris Squared have revamped their public service announcement created for public television for the public Libraries in Virginia. The clip titled "Grab a Book" features a collage of images with a bouncy and fun lyrics that promote reading and libraries. The public service announcement will be available in English, Spanish and close caption.

Frank and Caroline are best know for Frank Film - which won an 1974 Academy Award for the best short subject animated film. Frank Film features their signature style, which is animated collages of photos collected from magazines.

If you wish to see some of their work go to www.acmefilmworks.com/director/1/42/mouris.html and click on the image to download the clips.

From the CSLP President

By now everyone should have received their 2010 summer reading program manuals. Hopefully everyone has realized that there are DVDs and not CDs included in the packages. Having said that, we need to know if there are libraries in your state having difficulty opening the DVDs, because they do not have the hardware to do so. While we do not wish to burden you with added tasks, it is important to know how many of your libraries are unable to use the DVDs. It is better to know the numbers from each state as early as possible so that CDs may be made. The longer we wait, the closer next summer's preparations are.

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The DVDs were used in response from comments made during the annual CSLP meetings and the fact that there is now so much information to be included. As with anything new there are always some road bumps. But I know that we will make sure that all of our libraries will have what they need for a successful summer program.

And you thought all you had to worry about was lead at the library and HINI infection from all those people stopping at the library after their visit to the doctor.

Thank you for all of your help.

Julie Tomlianovich
CSLP President

"Without a doubt, there is such a thing as too much order." Fables--Arnold Lobel

Please check and see whether you are able to open the DVD files. If not, please contact Enid at enid.costley@lva.virginia.gov so that an alternative arrangement might be made.

From PubYac

Here are notes I wrote up after our successful Camp Half Blood program in February. The program lasted 2 hours and 60 kids came. Many of these ideas came from bookstores and libraries that had programs previously, especially BookPeople in Austin (they have a week-long camp that sounds like SO much fun). The local university's Classics Department and Fencing Club as well as a staff member who has been quite involved in the SCA were our main helpers. We had lots of fantastic help from people and organizations who lent us props as well.

It was great fun!

Best of luck,
Andrea
Clinkenbeard
Iowa City Public
Library

Claiming: as kids arrived, the Oracle of Delphi (wrapped in lots of gauzey fabric) divided children among 4 cabins based on their answers to some questions (and a lot of randomness to keep the cabin sizes roughly equal). Once they knew who their parent was, they had a bandana tied on based on their cabin's color (Red: Ares, Blue: Poseidon, Yellow: Apollo and Purple: Athena) and were then tested by drinking some ambrosia (accompanied by dire warnings that only demigods could drink it without suffering). They then went in to meet their counselor.

Waiting: since kids started coming pretty early, we played the ABC's Winged Sandals videos on the large screen while the children waited for camp to officially begin.

Trivia game: followed the Bunny Game rules used at BookPeople in Austin pretty much to a tee. One cabin got confused and took the questions with them each time so they got the answer so that caused some problems at first, but otherwise it was a lot of fun. (For those unfamiliar with the Bunny Game. Trivia questions are dispersed around the available space.

Campers roll the dice and run to the trivia question that is the number they rolled. Return to their counselor to answer the question. If the question is correct, roll the dice again and add that roll to the previous roll, go to that number trivia question. If the answer is incorrect, reroll the dice and go to that number trivia question. Game is over when the first team correctly answers a question with a total of 36 or higher (pick any number you want, 36 took 15-20 minutes.)

Cabin activities.

The 4 cabins rotated between the activities, spending 20 minutes at each station. Each activity began by reading a Greek myth with some connection to the monster they were attempting to defeat at that station (ie Hercules and the hydra

for the archery unit, Medusa for sword fighting, Dragon of Boethia for Ancient Greek and Minotaur for the Labyrinth).

1. Hoplite warrior training: phalanx formations and swordplay with the University of Iowa Fencing Club (they did a great job, I was a little worried since they were backup when the local guy with armor, etc. was unavailable, but the lead guy in particular did a great job connecting the hoplite armour with what modern fencers wear, etc. and really gave them lots of good history about hoplites, etc.). We made round cardboard shields (half with tridents, half with Medusa heads) and used foam swords from the Dollar Store.

2. Greek lessons: Two Classics students from UI taught children to write their name in ancient Greek as well as some Greek heroes, gods and monsters. They did a nice job and it was hard to get some kids to move on from this station.

3. Labyrinth: Kids had to pick up 5 stones in the labyrinth. The maze construction ran into some problems so this activity was lamer and shorter than the others so there were word puzzles, etc. for kids to do if they finished early. They also answered the trivia questions they didn't get to during the trivia game.

4. Archery: The most popular station. We made a giant hydra (painted cardboard) and attached small pie plate bottoms near each head. The kids tried to hit the pie plates (which made a nice ping). Since this took place inside, we removed the arrow tips and put foam on the end. The arrows flew well. Each cabin kept track of how many heads they hit. The Poseidon cabin won, much to the dismay of the Apollo cabin.

Drawing: Rick Riordan sent us some shirts and signed bookplates to give away. We also had some copies of The Titan's Curse to give away.

Fall Conference

182 people representing 50 library systems attended one of three fall conferences on “Teen Brain Development” and “Library Services to Teens.” The presenters for the one-day conference, held in Abingdon, Culpeper and Franklin, were Gale Grant from the Virginia Department of Health and Beth Gallaway, YALSA trainer and Library Journal Mover and Shaker award winner in 2006. The day was divided into two parts. Gale Grant presented in the morning on teen development and brain development and was followed in the afternoon by Beth Gallaway’s presentation on library services to teens, including new technology.

As we had a somewhat captive audience, we also presented information on the summer reading program as a one-hour preconference. During lunch, information on the I-2-3 Read project, and the Lexile project were also presented. We also showed the artwork for next year’s summer reading program and the upcoming winter reading program.

We surveyed the participants through Survey Monkey. The majority of the people rated both presenters as excellent or very good in the area of quality of the presentation, knowledge of the subjects, content and ability to answer questions. As we were trying to cut down on the amount of paper handouts at the conference, it is not surprising they noted the lack of handouts.

The key questions in the survey were: “What is the one thing you learned from the training you will share with your co-workers, supervisor and/or department?” And “How will you incorporate what you learned into your job?” Below is a sample of the responses.

I thought at first this workshop didn’t really relate that much of my primary job of working with pre-schoolers (I only work with teens about twice a year), but the information continues to pop up in my mind and had changed my mindset about the millennial generation. I’m an old dog...lots of new tricks to think about.

With a better understanding of teens and what their likes and dislikes are and how their minds work, I can better plan teen programs and buy teen materials.

Made me realize just why the YA who come into the library act the way they do.

The training gave me some great ideas for planning teen programs.

I hope to shift to outcome-based evaluations, particularly with teen programming.

I think I will try to remember the way I should be approaching these kids in a way that is supportive when there are behavioral issues in my library.

We will be getting more “plugged in” – using media tools and redirecting our programs to appeal to this generation.

That the teen brain grows from the back to the front and that the front of the brain is the organizational area of the brain.

The need to reach young people in a non-traditional ways and through technology. The need to have input from the young people in planning their programs.

Essential to pay more attention to this demographic despite administrative disinterest & budget cuts.

I learned that in general the “millennials” prefer to spend time with their families and value their parents’ company and advice. Not what I would have expected.

**Beth Gallaway posted her presentation at <http://infogdss.wordpress.com/>
Look at blog entry: [Who YA/Why YA/How YA](#)**

You might also want to look at [Pain in the Brain Presentation](#) or other podcasting at <http://informationgoddess.info/pastpresentations.html#podcasting>



New Children Services Contacts

Peggy Epperson - Central Virginia Regional Library
Julie Wyatt - Bedford Public Library

If I missed anyone, please email me at
enid.costley@lva.virginia.gov

Notes from the desk of Children's and Youth Services

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Where the Wild Things Are

Activities Games and Lesson Plans

<http://www.fantasyjr.com/where-the-wild-things-are-lesson-plans-and-movie-news/>

United Teaching—Cute and Creative Wild Things

<http://discoveries.unitedteaching.com/2009/08/where-wild-things-are-crafts-and.html>

Web English Teacher

<http://www.webenglishteacher.com/sendak.html>

National Gaming Day

Hasbro, will be the exclusive sponsor for the American Library Association's (ALA) 2009 National Gaming Day @ your library to be held on Saturday, Nov. 14, 2009.

Through a generous donation from Hasbro, more than 16,700 public libraries in the U.S. will receive a box set of its highly popular card games Monopoly Deal, Scrabble Slam, and Pictureka!

"Hasbro is honored to sponsor 2009 National Gaming Day, an event that brings people together to play games and create memories," said Matt Collins, vice president of marketing for Hasbro Games. "By donating our card games to each of America's libraries, we hope to give more people the opportunity to be a part of the nationwide game play occasion."

On National Gaming Day @ your library, hundreds of libraries across the country will join ALA and Hasbro for the annual nationwide celebration of the popularity, as well as the recreational and educational value of board, card and video games. More than 14,000 people of all ages came together to participate in gaming events at their library in 2008. Libraries are encouraged to register their participation at <http://tinyurl.com/ngd2009>.

"ALA is pleased that Hasbro has once again sponsored our National Gaming Day @ your library," said ALA President Dr. Camila Alire. "New research shows that gaming and learning go hand-in-hand. Hasbro's wonderful donation helps libraries offer recreational gaming activities that also build 21st century literacy skills. National Gaming Day @ your library is one more way that libraries help build a more literate America."

To learn more about 2009 National Gaming Day @ your library, visit <http://ngd.ala.org>

Why Don't We Do It in Our Sleeves is a 5 minute video produced with the assistance of three infectious disease doctors, two hospitals and the Maine Medical Association — <http://www.coughsafe.com/purchase.html>

See also

Virginia Department of Health — <http://www.vdh.state.va.us/>

Flu is not for Sharing — <http://virginalibraries.pbworks.com/Flu+is+not+for+sharing>